

MORTAL KOMBAT TRILOGY



INSTRUCTION BOOKLET

EmuMovies

Williams 

Williams Entertainment Inc.

Williams Entertainment Inc.

1800 So. Business 45

Corsicana, Texas 75151

MIDWAY

Mortal Kombat®: Trilogy ©1996 Midway Manufacturing Company. All rights reserved. MIDWAY, MORTAL KOMBAT, the DRAGON DESIGN and all character names are trademarks of Midway Manufacturing Company. Distributed under license by Williams Entertainment Inc. WILLIAMS® is a registered trademark of Williams Electronics Games, Inc. Used by permission.


PRINTED IN JAPAN

MATURE



AGES 17+

CONTENT RATED BY
ESRB

Williams 

Williams Entertainment Inc.

NINTENDO 64



WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

WARNING: THE NINTENDO 64 GENERATES REALISTIC IMAGES AND 3-D SIMULATIONS. WHILE PLAYING OR WATCHING CERTAIN VIDEO IMAGES, SOME PEOPLE MAY EXPERIENCE DIZZINESS, MOTION SICKNESS OR NAUSEA. IF YOU OR YOUR CHILD EXPERIENCE ANY OF THESE SYMPTOMS, DISCONTINUE USE AND PLAY AGAIN LATER.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772

**WILLIAMS CUSTOMER SUPPORT
903 874-5092**

10:00am - 6:30pm / Central Time
Monday - Friday



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND THE 3-D "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC. ©1996 NINTENDO OF AMERICA INC.

KONTENTS

KREDITS	2
GETTING STARTED	3
THE NINTENDO 64 CONTROLLER	4
KONTROL KONFIGURE	5
THE MORTAL KOMBAT STORY	6
MODE SELECT SCREEN	7
PLAYER SELECT SCREEN	8
CHOOSE YOUR DESTINY	9
FIGHTING SUMMARY	10
SOUND & MUSIC	12
GAME KONFIGURE	13
BASIC MOVES	14
KLOSE QUARTERS	15
SPECIAL MOVES	15
KROUCHING MOVES	16
SPINNING MOVES	17
AERIAL MOVES	18
SECRET KODES	19
WARRIOR BIOGRAPHIES	21
WARRANTY	37

KREDITS

MIDWAY DESIGN TEAM

Ed Boon, John Tobias, Steve Beran, Dan Forden,
Tony Goskie, Dave Michichich, John Vogel

WILLIAMS ENTERTAINMENT TEAM

LEAD PROGRAMMER

David Schwartz

TOOLS PROGRAMMER

Mark Guidarelli

ARTISTS

Greg Miller, Mark May

SOUND & MUSIC

Rob Atesalp

PRINT DESIGN & PRODUCTION

Debbie Austin, Steve High, Shawn Murphy,
Dave Young, Jon Mongelluzzo

GAME TESTING

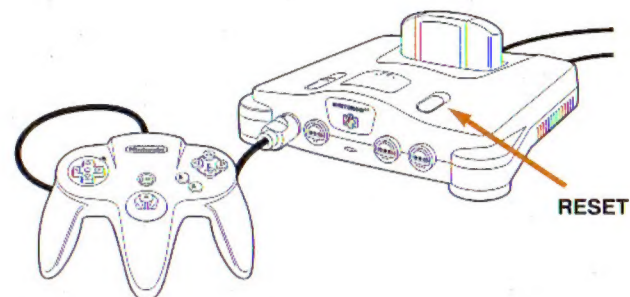
Will Shen, William Sutjiadi, J.R. Salazar, Brian Johnson
Marselle Washington, Mike Turner, Steve Kramer, Toan Ngo,
John Ubalde, Eddie Ferrier, Mike Vinikour

SPECIAL THANKS

Steve Ranck, Detmar Peterke, Scott Patterson, Mike Cuevas

GETTING STARTED

**WARNING: NEVER TRY TO INSERT OR
REMOVE A GAME PAK WHEN THE
POWER IS ON!**



- 1 Turn the power OFF on your N64™.
- 2 Make sure a Controller is plugged into the #1 Socket on the N64™.
- 3 Insert the Game Pak into the slot on the N64™. Press firmly to lock the Game Pak in place.
- 4 Turn the power switch ON. After the appearance of the Mortal Kombat® Trilogy title screen, you may bypass at any time by pressing START.
- 5 Press START to get to the Main Menu. Here you have two choices: START or OPTIONS. Press up/down on the control pad to highlight with the rotating coin. Then press START to select your choice. Good Luck!

THE NINTENDO 64 CONTROLLER

CONTROL STICK FUNCTION

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

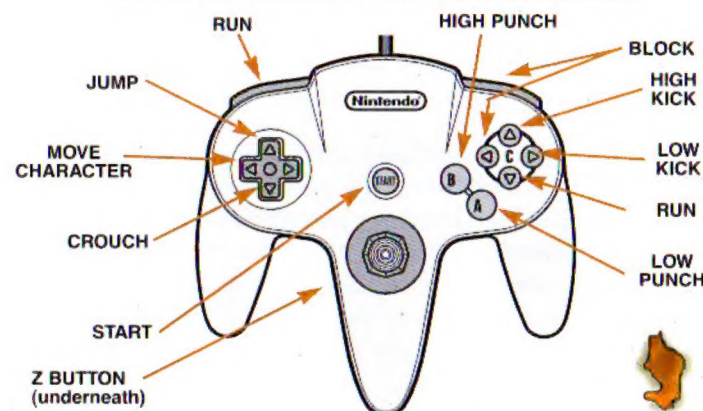
The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair CenterSM.

KONTROL KONFIGURE



Highlight "KONTROL KONFIGURE" to customize your Controller. Press the **Control Pad Up/Down** to highlight the control you want to change. Cycle through the available options by pressing the **Control Pad Left/Right**.

BUTTON DEFAULTS ARE SHOWN BELOW:



To exit the KONTROL KONFIGURE Screen, highlight **EXIT** then press **START**. **NOTE:** The Control Stick and the Control Pad can be used interchangeably throughout the game as they are configured to function in the same manner.

THERE IS NO KNOWLEDGE THAT IS NOT POWER...

"You have been chosen to represent Earth in Mortal Kombat. Be warned. For although your souls are safe from Shao Kahn's evil, your lives are not. I can no longer interfere. Your Earth is now ruled by the Outworld gods."

...These are the words of Rayden

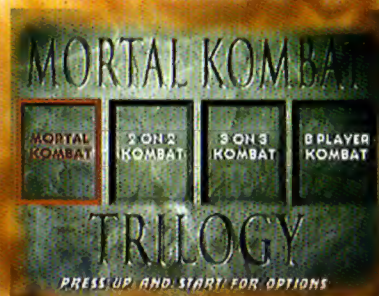
For nine generations, the Mortal Kombat tournament was ruled by the Outworld's finest Warrior, Prince Goro. It was agreed that if the Outworld could claim victory in 10 consecutive tournaments, it would then rule the Earth. With the Earth on the brink of destruction, a new generation of Warriors gathered and claimed victory.

With victory in hand, Warrior monk, Liu Kang, had now become the new champion. But his victory was short lived. He and his comrades were lured into the Outworld to compete in a second Tournament.

But Liu Kang and his comrades discovered an evil deception. The Tournament was merely a diversion devised by the Dark Emperor to break the rules set forth by the Elder Gods. The Dark Emperor would witness the reincarnation of his former Queen, Sindel. This unholy act gave Shao Kahn the power to step through the dimensional gates to reclaim his Queen and seize control of the Earth.

This Trilogy of events comprises Shao Kahn's final attempt at taking control the Earth.

MODE SELECT SCREEN



At the Title Screen, press **START** to get to the Mode Select Screen. Select from these four choices:

- MORTAL KOMBAT
- 4 PLAYER 2 on 2 KOMBAT
- 6 PLAYER 3 on 3 KOMBAT
- 8 PLAYER KOMBAT

Press the **Control Pad Left/Right** to highlight the option you want, then press the **START Button** to select. To access the **OPTIONS** menu, press and hold **UP** on the **Control Pad** then press the **START Button**.

PLAYER SELECT SCREEN



Any of these options will take you to the **PLAYER SELECT SCREEN**. It displays mug shots of the various Fighters available in the game.

The Mortal Kombat mode is a one or two player game. The 4-Player mode will allow each player to select two Fighters. The 6-Player mode lets players select three Fighters each, and the 8-Player mode is a eight player tournament.

Use the **Control Pad** to highlight the Fighter(s) you want. Press **Any Button** to select and begin your Kombat!

CHOOSE YOUR DESTINY



Once you've chosen your Fighter in the 1-Player Mortal Kombat mode, you will be transported to the **CHOOSE YOUR DESTINY** Screen.

Press the **Control Pad Left/ Right** to toggle between these columns: **NOVICE**, **WARRIOR**, **MASTER** or **CHAMPION**. Press **ANY Button** to select. You'll see a large tower scrolling with the characters' faces.

If a second player wishes to join the fight, he may do so at any time by pressing the **START Button**. Both players return to the **MODE SELECT** Screen, where they can select the desired fighting mode.

After selecting the mode, both players go to the **SELECT YOUR FIGHTER** Screen to choose Warriors again. If both players select the same Warrior, Player Two will be displayed with a different color.

FIGHTING SUMMARY

TIMER

HEALTH METERS



The Tournament first tests a Warrior's fighting skill by pitting him against other Tournament challengers. In all Mortal Kombat battles, Health Meters in the upper part of the screen measure the health of each Warrior.

The meters begin each round reflecting the Warrior's health at 100%, but they are diminished with each blow taken. The amount they reduce depends on the type of hit and whether or not it was blocked. When a Warrior's Health Meter runs out, he/she is knocked out and the round goes to the opponent.

If the time is up before either Kombatant is knocked out, the Warrior with fewer injuries is declared the victor. The first Warrior to win two rounds takes the match and moves on to the next opponent.

Hey! Pay attention to the Run Meter. It allows you to perform combos and run towards your opponent. But they're "time sensitive", so you can only activate the Run Function (or Combo Function) while the meter is **green**.

RUN
METER



AGGRESSOR METERS

AGGRESSOR MODE

At the lower part of the screen an Aggressor Meter will build up as you land more and more hits on your opponent. Keep an eye on the meter. It grows faster if you block attacks. When the meter is fully showing "Aggressor" you'll be much stronger and inflict heavier damage on your opponent.

SOUND & MUSIC



Select the SOUND & MUSIC option to modify a number of the game's sound features. Press the **Control Pad Up/Down** and **Left/Right** to select the settings you want.

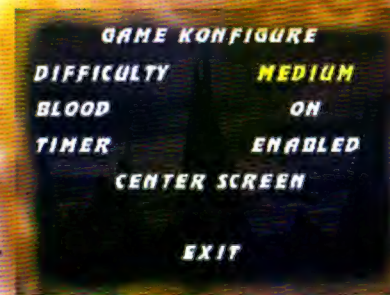
Pan Control - Set this option to ON to make sounds pan from one speaker to the other. Turn it OFF for no pan effect.

Sound - Turn the sounds in the game ON or OFF.

Music - Turn game music ON or OFF.

When you're finished making changes, highlight **EXIT** and press the **A Button** to get back to the Main Menu.

GAME KONFIGURE



Select the GAME KONFIGURE option to modify a number of the game features. Press the **Control Pad Up/Down**, then press **Left/Right** to select the settings you want.

DIFFICULTY - Select from five different settings: VERY EASY, EASY, MEDIUM, HARD or VERY HARD

BLOOD - Turn this option ON or OFF

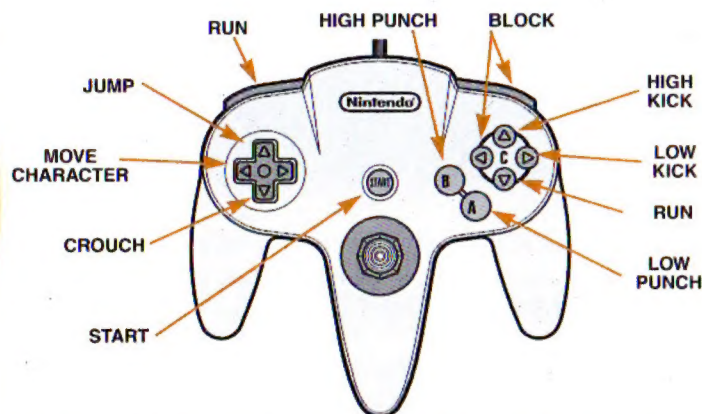
TIMER - Select ENABLED to have a fight time limit and DISABLED for no time limit.

CENTER SCREEN - If your screen does not appear centered on your monitor, you can use this option to center the screen. Press the **Control Pad UP/DOWN/LEFT/RIGHT** to move the screen, then press any button when the screen appears centered.

Scroll down to **EXIT** and press an **ACTION BUTTON** to get back to the Main Menu.

BASIC MOVES

EACH KONTESTANT INVITED TO THE TOURNAMENT HAS SPENT YEARS IN PRACTICE AND CONCENTRATION TO PERFECT HIS/HER MARTIAL ARTS SKILLS. BEFORE CHALLENGING THESE WARRIORS IN KOMBAT, YOU WILL ALSO NEED INTENSE PRACTICE AND CONCENTRATION TO LEARN THESE FUNDAMENTAL SKILLS.



The best way to begin your training is with the fundamental moves: Kicks, Punches, Crouches, Jumps and Blocks.

These moves may seem trivial compared to powerful and acrobatic moves, such as a Flying Kick. However, knowing how to stop, avoid or counteract a Flying Kick can be far more useful than knowing how to land one yourself.

The **L** or **▼** **Buttons (RUN)** are especially powerful. Backing off won't cut it against this move. Hold the **L** or **▼** **Button** while pressing **Forward** on the **Control Pad**.

KLOSE QUARTERS

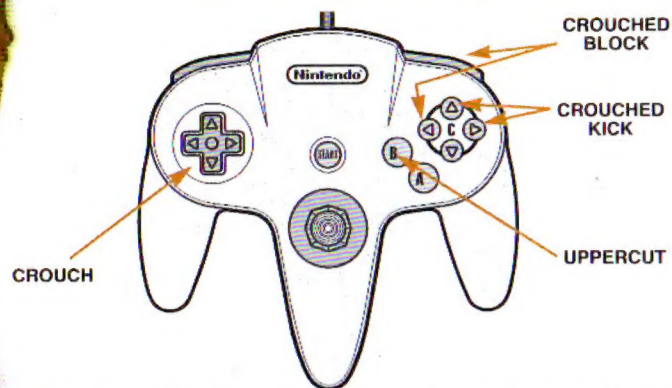


Additional moves used during close-in Kombat situations are the Elbow, the Knee and the Throw. They are highly effective and do not require full limb extension, which is impossible in close quarters. Although these moves are potent, they can only be used when you are directly adjacent to an opponent. **CHECK IT OUT:** Press the **Attack Buttons** in a certain sequence for different types of "Kombos".

SPECIAL MOVES

All of the Mortal Kombat Warriors possess expert fighting skills. In that respect, they are equal to thousands of other Warriors around the universe. What raises them above their peers are the special moves which they have created and perfected. In order to become a superior Warrior, skilled enough to win the title of Grand Champion, you too must learn these moves. These moves, whether Special Kicks or Elemental Bolts, make the Mortal Kombat Warriors the fiercest and most ferocious Kombatants around. Mastering their special moves will make you the same.

KROUCHING MOVES

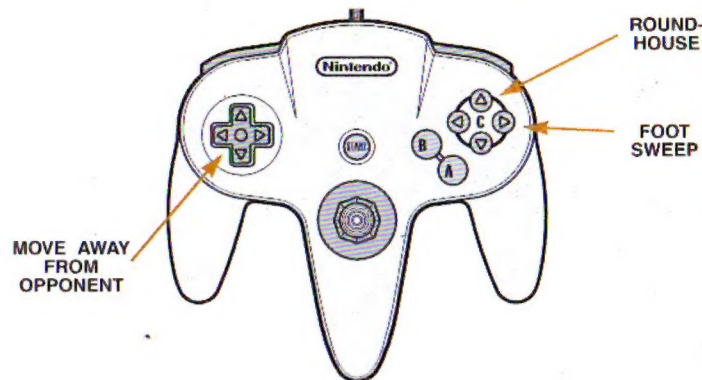


Defensively, the Crouching Moves let you escape from close proximity, avoid punches, aerial weapons and throws. Offensively, the uppercut executed from the crouch, is one of the most powerful offensive weapons.



To do the Crouching Moves, hold the **Control Pad DOWN** and simultaneously push **▲ or ►** for a Crouching Kick. Hold the **Control Pad DOWN** and push **B** for Uppercut. The Block (**R** or **◀ Button**) can always be used to defend against your opponent's moves.

SPINNING MOVES



The Spin is the key to exotic moves, such as the Roundhouse Kick and the Foot Sweep.

The Foot Sweep hits your opponent's ankles and knocks him on his butt.

The Roundhouse is a Spinning Kick that nails your opponent in the face. To execute the Spin Moves, hold the **Control Pad AWAY** from your opponent while you press the **Kick Buttons**.



All together, these fundamentals are the foundation for both a strong defense and a potent offense.

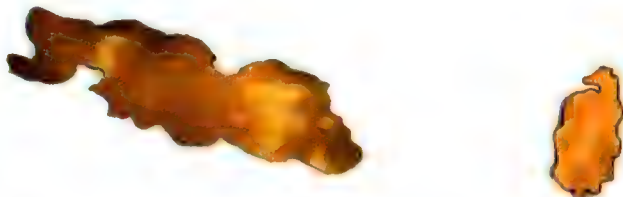
AERIAL MOVES



The final moves one should learn are these Aerial Moves: Flying Punches and Kicks.

To execute these moves, either jump in place (**Control Pad UP**) OR towards (**Control Pad UP+Fwd/Back**) your opponent. Press the **Attack Buttons** while you're in the air.

Unlike most attacks, Aerial Attacks must be timed properly to land blows.



SECRET KODES



At the bottom of the VS BATTLE Screen you will see a row of six boxes with different Dragon Icons in them. Player 1 can change the symbols in the first three boxes by pressing his/her **BLOCK, HIGH KICK, LOW KICK** (defaults: ◀, ▲, ▶)

Player 2 can do the same with the other three symbols. The six symbols represent secret codes which can have subtle or dramatic effects on game play.

Each button causes the symbol in the corresponding box to change to the next icon in a predetermined order. If you hold up while pressing ◀, ▲ or ▶, the order in which the icons are cycled will be reversed.

- | | | |
|---|--|------------|
| 0 | | DRAGON |
| 1 | | MK |
| 2 | | YIN / YANG |
| 3 | | 3 |
| 4 | | QUESTION |
| 5 | | LIGHTNING |
| 6 | | GORO |
| 7 | | RAYDEN |
| 8 | | SHAO KAHN |
| 9 | | SKULL |

For example, pressing the Player 1 **BLOCK** (default: ◀) **Button** once will change the Dragon Icon in the first box into a "MK" symbol.

Press it a second time to change it to the third Icon in the sequence (a Yin/Yang) and so on.

Pressing a button more than nine times will cause the order of the Icons to start over. In other words, pressing a button that corresponds to a box with a Skull symbol will change the Skull back to the original Dragon Icon.



Let's take a look at the code: Skull, Shao Kahn, Rayden, MK, Yin/Yang and 3. To enter this code, Player 1 presses **BLOCK** (default: ◀) **Button** nine times, **HIGH KICK** (default: ▲) eight times and **LOW KICK** (default: ▶) seven times.

Meanwhile, Player 2 presses ◀ one time, ▲ twice and ▶ three times. The match-up screen doesn't stay up for long, so you need to punch in the codes quickly!

Some players find it easier to memorize the codes by referring to them in terms of the number of button presses it takes to get the proper symbols in place. For example, the code that activates the game's "Throw Disable" feature - MK, Dragon, Dragon, MK, Dragon, Dragon - is easier to remember in numeric form as: 100-100. Example, both Player 1 and Player 2 press **BLOCK** (default: ◀) **Button** one time. Got it?

WARRIOR BIOGRAPHIES





KANO

Kano is believed to have been killed in the first Tournament. Instead, he's discovered alive in the Outworld, where he once again escapes capture by Sonya. Before the actual Outworld invasion, Kano convinces Shao Kahn to spare his soul. Kahn needs someone to teach his Warriors how to use Earth's weapons. And Kano is the man.

Grab & Choke - D, F, LP

REPTILE

Always a reliable servant to Shao Kahn, Reptile is chosen to assist Jade in the Capture of Kitana. In contrast to Jade's instructions, Reptile is ordered to stop the renegade Princess at all costs...even if it means her death.



Slow Forceball - B, B, HP + LP

LP - Low Punch LK - Low Kick RN - Run B - Back D - Down

MILEENA

Murdered by her twin sister Kitana, Mileena finds herself brought back to life by Shao Kahn himself. Her skills as a vicious fighter will be need to defeat Earth's chosen warriors. Her ability to read the thoughts of her twin sister will enable Kahn to stay one step ahead.

Teleport Kick - F, F, LK



KUNG LAO

Kung Lao's plan to reform his old group, The White Lotus Society, comes to a halt when Shao Kahn begins his invasion of Earth. As a Chosen Warrior, Lao must use his greatest fighting skills to bring down Shao Kahn's reign of terror.

Hat Throw - B, F, LP

HP - High Punch HK - High Kick BL - Block F - Forward U - Up



SHANG TSUNG

Shang Tsung is Shao Kahn's lead Sorcerer. He once fell out of favor with his Emperor after failing to win the Earth Realm through Tournament Battle. But the ever-scheming Shang Tsung is instrumental in Kahn's conquest of Earth. He has now been granted more power than ever.

.Flaming Skull - B, B, HP

SINDEL

She once ruled the Outworld at Shao Kahn's side as his Queen. Now, 10,000 years after her untimely death, she is reborn on Earth. Her evil intent is every match for Shao Kahn's tyranny. She is the key to his occupation of Earth.

Shriek Wave - F, F, HP



LP - Low Punch LK - Low Kick RN - Run B - Back D - Down

SEKTOR

Sektor is actually the code name for Unit LK-9T9. He was the first of three prototype Cybernetic Ninjas built by the Lin Kuei. Sektor was once a human assassin trained by the Lin Kuei. He volunteered for automation because of his loyalty to the Clan. Sektor survives the Outworld invasion...he has no soul to take.

Teleport Uppercut - F, F, LK



STRYKER

When the Outworld portal opens over a large city in North America, panic and chaos rage out of control. Kurtis Stryker was the leader of a riot control brigade when Shao Kahn began taking souls. He finds himself the lone survivor of a city once populated by millions.

Nightstick Toss - F, F, HK



HP - High Punch HK - High Kick BL - Block F - Forward U - Up

NIGHTWOLF

He works as a historian and preserver of his people's culture. When Kahn's portal opens over North America, Nightwolf uses the magic of his Shamen to protect his tribe's sacred land. This area becomes a vital threat to Kahn's occupation of the Earth.

Hatchet Uppercut - D, F, HP



SHEEVA

She was hand-picked by Shao Kahn to serve as Sindel's personal protector. However, she becomes suspicious of Shao Kahn's loyalty towards her race of Shokan when he places Motaro as the leader of his extermination squads. On the Outworld, Motaro's race of Centaurians are the natural enemy of the Shokan.

Teleport Stomp - D, U



LP - Low Punch LK - Low Kick RN - Run B - Back D - Down

KITANA

Kitana is accused of treason by the high courts of the Outworld after murdering her evil twin Mileena. Shao Kahn appoints a group of warriors specifically to catch his daughter and bring her back alive. But Kitana must find a way to reach the newly crowned Queen Sindel first and warn her of their true past.

Fan Lift - B, B, B, HP



SCORPION

When Shao Kahn makes a failed attempt at stealing the souls which occupy Earth's hell, Scorpion is able to escape from the nether region. Free to roam the Earth once more, Scorpion holds allegiance with no one. He's a wild card in Earth's struggle against the Outworld.

Teleport Punch - D, B, HP



HP - High Punch HK - High Kick BL - Block F - Forward U - Up

SONYA

Sonya Blade disappears in the first tournament, but is later rescued from the Outworld by Jax. After returning to earth, she and Jax try to warn the U.S. Government of the looming Outworld menace. Lacking proof, they watch helplessly as Shao Kahn begins his invasion.

Bicycle Kick - B, B, D, HK



SMOKE

Smoke, unit LK-7T2, is the third prototype cyber-ninja built by the Lin Kuei. He tries to escape the Lin Kuei automation process with Sub-Zero but is captured. His memories are stripped away leaving behind an emotionless killer. However, Sub-Zero believes that somewhere in this machine is a human soul trying to escape.

Spear - B, B, LP



LP - Low Punch **LK** - Low Kick **RN** - Run **B** - Back **D** - Down

RAIN

Rain is an assassin working freelance. He was once a member of the Lin Kuei along with Sub-Zero, but left the clan under mysterious circumstances. Years later, Rain is found working for Shao Kahn as an assassin in the Outworld. Born a human, he finds himself questioning his loyalty towards Kahn after watching the invasion of Earth.

Lightning Bolt - B, B, HP



JADE

When the renegade Princess Kitana makes her escape into the unknown regions of Earth, Jade is appointed by Shao Kahn to bring her back alive. Once a close friend of the Princess, she is faced with the choice of betraying her friend or disobeying her Emperor.

Shadow Kick - D, F, LK



HP - High Punch **HK** - High Kick **BL** - Block **F** - Forward **U** - Up



BARAKA

Baraka was sent to quell the uprising renegade race in Outworld's lower regions. After his victorious battle, the nomadic warrior returns to fight on the side of villainy. Under the guidance of Shao Kahn, Baraka will once again pose a formidable threat to his Earthen counterparts.

Sword Swipe - B, HP



JOHNNY CAGE

Killed in battle with an Outworld extermination squad, Johnny Cage's life came to a tragic end. But the celluloid superstar manages to cheat death when his path to the after life is blocked by the merger of Earth and Outworld. His soul takes possession of his body once again and enables Cage to rejoin his friends to battle for Earth's survival.

Shadow Kick - B, F, LK

LP - Low Punch **LK** - Low Kick **RN** - Run **B** - Back **D** - Down

ERMAC

An enigma to all who come into contact with him. Ermac's past remains shrouded in mystery. It's believed that he exists as a life force brought together by the souls of extinguished Outworld Warriors. Shao Kahn has managed to take possession of these souls and use them to fight on the side of tyranny.

Teleport Punch - D, B, HP



NOOB SAIBOT

Noob Saibot emerges from the darkest region of reality- a region known as the Netherealm. He belongs to a group called the Brothers of the Shadow, and worships an evil and mysterious fallen Elder God. His mission is to spy on the events taking place in the Battle between the Realms and report back to his enigmatic leaders.

Teleport Slam - D, U

HP - High Punch **HK** - High Kick **BL** - Block **F** - Forward **U** - Up

SUB-ZERO

He was betrayed by his own Ninja clan, the Lin Kuei. He broke the sacred Codes of Honor by leaving the Clan and is marked for death.

But unlike the Ninja of old, his pursuers come as machines. He must not only defend against the Outworld menace, but must also elude his soulless assassins. The Ninja returns unmasked.



Decoy - D, B, LP



KABAL

As a Chosen Warrior, his identity is a mystery to all. It's believed that he is the survivor of an attack by Shao Kahn's extermination squads. As a result, he is viciously scarred and kept alive only by artificial respirators and a rage for ending Shao Kahn's conquest.

Ground Saw - B, B, B, RN

LP - Low Punch LK - Low Kick RN - Run B - Back D - Down

JAX

After failing to convince his superiors of the coming Outworld menace, Jax begins to covertly prepare for future battle with Kahn's minions. He outfits both arms with indestructible bionic implants. This is a war that Jax is prepared to win.



Grab 'n Punch - F, F, LP

RAYDEN

As Earth's sworn protector, Rayden finds himself banished in the merger between Earth and Outworld. When the Elder Gods refuse to assist him in aiding the Earth any further, the thunder god is forced to take matters into his own hands. He transforms himself into a mortal warrior to exist once again to fight along side his human comrades - this time risking his place in the pantheon of gods and giving up his own immortality.

Flying Dive - B, B, F

HP - High Punch HK - High Kick BL - Block F - Forward U - Up





CYRAX

Cyrax, Unit LK-4D4, is the second of three prototype Cybernetic Ninjas built by the Lin Kuei. Like his counterparts, Cyrax's last programmed command is to find and terminate the rogue Ninja, Sub-Zero. Without a soul, Cyrax goes undetected by Shao Kahn and remains a possible threat against his occupation of Earth.

Energy Net - B, B, LK

LIU KANG

After the Outworld invasion, Liu Kang finds himself the prime target of Kahn's extermination squads. He is the Shaolin Champion and has thwarted Kahn's schemes in the past. Of all the humans, Kang poses the greatest threat to Shao Kahn's rule.

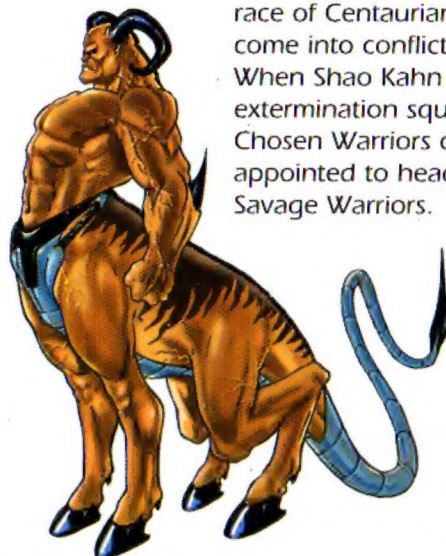
Flying Kick - F, F, HK



LP - Low Punch **LK** - Low Kick **RN** - Run **B** - Back **D** - Down
HP - High Punch **HK** - High Kick **BL** - Block **F** - Forward **U** - Up

MOTARO

In the realm of the Outworld, Motaro's race of Centaurians has long since come into conflict with the Shokan. When Shao Kahn formed special extermination squads to eliminate the Chosen Warriors of Earth, Motaro was appointed to head this elite group of Savage Warriors.

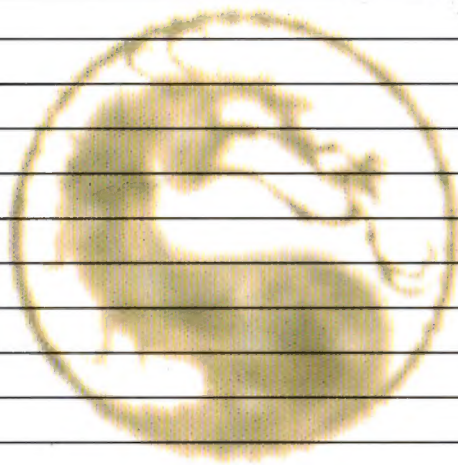


SHAO KAHN

Many decades ago, Shao Kahn rose to power in the Outworld, usurping the realm from Kitana's parents and taking Queen Sindel for his bride. Then she died. Now, centuries later, Sindel is reborn. And since Shang Tsung failed to win the Earth Realm through Mortal Kombat I and II, her rebirth is the means by which Kahn will finally seize the planet forever unless...



KOMBAT RECORDS



WARRANTY

WILLIAMS ENTERTAINMENT INC. warrants to the original purchaser of this Williams Entertainment Inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Williams Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Williams Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Williams Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Williams Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Williams Entertainment Inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE WILLIAMS ENTERTAINMENT INC.. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL WILLIAMS ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS WILLIAMS ENTERTAINMENT INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

WILLIAMS ENTERTAINMENT INC.
1800 SOUTH HIGHWAY 45
CORSICANA, TX 75151

WILLIAMS CUSTOMER SUPPORT
903 874-5092

10:00am - 6:30pm - Central Time
Monday - Friday